

THE HOUSE AKHKHARU CODEX



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The House Akhkharu creed:

We are the Akhkharu, and we hold that Ea is the supreme God and entity.

We believe that Ea, the all-seeing God reigns supreme over all.

We believe that all natural forces are controlled by his children, the Deities.

We believe that all is possible through meditation and spirit majick.

We believe that there is no good and evil only the positive and negative forces of nature within all entities.

We believe that demons and angels/daemons are negatively or positively charged entities.

We believe in feminine and masculine energies, which all beings have without regard to its gender.

We believe in the laws of: polarity, cause and effect, and all other purely natural laws to be the only laws to abide by of our own.

We believe in abiding the laws of the present society unless they are entirely unnecessary.

We are the true masters of reality.

We believe that the supreme God is Ea, the all-seeing God.

*Ave Verus Lamia Deum!
(Hail the true Vampire gods!)*

The Akhkharu code

I

Hunting

Hunt in safe forms and methods, and do not hunt anyone but neutrals and enemies.
Do not hunt your kin unless they are your enemies.

II

Allies

Treat allies with the utmost respect; your kin are your allies, unless they annoy or anger you. You allies are to be gained with care lest they betray you.

III

Enemies

Your enemies must be mad with due care lest you be without allies. Keep them as far from you as possible.

IV

Kin and Progeny

Your kin or the other Akhkharu who are known to you shall be respected, unless they prove undeserving. Your progeny are your blood; protect their life even at the loss of you own. In no manner shall you harm our progeny, nor shall you harm those of another.

V

Territory

The personal territory of another shall be respected; the personal territory of another is set by them. The outer sphere is that of communication, the inner is that of contact.

VI

Lairs

The lair of another shall be respected above your own. When borrowed space is used, leave it as you found it

VII

Instincts

Obey your instincts above all else, for they are rarely wrong. Have a common sense about you; this is the way of the wise.

II

Trust

Trust is the most actions and must be kept with great care. Do not trust everyone; let only those you know well obtain your trust.

III

Beliefs

All personal beliefs are sacred, and those of others should be respected as well. Do not try to force a belief upon anyone. It is okay to convince, not to harass or impose them upon others.

IV

Leaders

Leaders only deserve the respect they have earned. Leaders should earn their positions, and they are responsible for those they lead.

V

Safety

Be safe in all things in as much as possible, in feeding especially. Know your surroundings, lest you are caught unaware.

VI

Respect

Give only respect to those who deserve and have earned it. Honor your word that you give, for it defines you. Know and respect your enemies as well.

VII

Loyalty

Be loyal to your coven and the house. Your kin must earn your loyalty. Loyalty as with trust is a sacred action.

XIV

Betrayal

Any who betray thee shall be cast out of thy Kin's House. Do not betray thy kin, lest thou be cast from their House also. Any who betray thy or thy coven's trust, shall be cast from thy House

XV

Nature

Thou shall respect Nature as thyself for any less is blaspheme. Respect all creatures of Nature, lest they attack thee. Only attack them when they attack thee first. Eat not live beasts, lest ye be destroyed. Eat not the canine, or the goat, or the peacock.

XVI

Blaspheme

Blaspheme not against the Undead gods, for that is very unwise. Let no one blaspheme against thee also, lest thou be enslaved by them. Let none say mistruths against thee, for such is also blaspheme.

XVII

Truth

Always be truthful to thy allies and kin, unless for their good. Do not spread untruths about thy kin or thy allies. Do not provoke thy allies' anger, lest ye regret it.

Levels of House Akhkharu

House: the main body of House Akhkharu.

Head Master: the Head or Primus of the House.

Heres Master: the Chief Master who is the Heir to the Head Master.

Chief Master: the elder council members.

Grand Master: the messengers of the Elder Council (wholly) or their Chief Master (individually).

Temples: a sanctuaries and worship centers for all our kin and allies members or not.

Master: the head of the temple (this is the equivalent to a sensei in a dojo).

Knight: the Master's "secretaries"

Mage: the "doers" of the Temple.

Covens: "branches" of each temple.

High Priest: the head of a coven.

Officer: the one who hands out meeting times, directions, and other info.

Priest: helps the High Priest during rituals, etc.

Members: one who has/is: 1. Sent a form of membership out 2. A part of a Coven.

Initiate: a Member of a Coven.

Dedicant: a member of the house, but not yet a part of a Coven.

Aspirant: one wishes to become a member but is not yet one.

Aspirant-one who wishes to join the house

Initiate-one who has joined the house

Brothers and Sisters- Initiates who have joined the house, and wish to remain members and participate in discussions or gatherings

Donors/companions - the donors or companions to Vampyres who wish to be a part of the house and participate in discussions

Mage- an initiate who wishes to participate in Sangomancy or other sorcery, perhaps writes spells and rituals for the House, researches the occult and magick, willing to help a member in need with sorcery (such as healing, etc)

Knight- kind of a guardian of the House, offers support to other members, as well as training and guidance, possibly familiar with magickal techniques for protection and defense

Master/Mistress- similar to a priest/ess, possibly a devotee of a particular deity, offers guidance, advice, and even counseling in emotional and spiritual matters, has spiritual/religious knowledge, presides over rituals

Order Masters-these are the masters of the three orders: spiritual, communication, and protection.

Elders- I think the Grand Masters and Chief Masters would make up the council of Elders, the Grand Masters would be in charge of coven relations, and the Chief Masters would be in charge of the temples

Head Master- kind of like the big daddy of them all, this person would be the head of House Akhkharu, they would be over

everything, and choose what roles they perform within the house

After becoming **Brothers** and **Sisters** they could then decide to remain as they are or choose to become a **Mage**, **Knight**, or **Guide**. Masters could then choose to move up to become **Grand Masters** or **Chief Masters**. And of course, we already have our **Head Master**.

Then of course you have covens and coven members, and a high priest/ess would be over them, and the Grand Master would be over them to make sure things are running smoothly.

The House- the House is the main part of House Akhkharu. It controls all the temples and covens. The House is headed by the Head Master

Temple- a Temple is a space specifically dedicated to ritual, majick/magick, or ceremony. These Temples are usually headed by a Grand Master.

Coven- a Coven is a group within the House that meets on a regular basis. Covens are headed by a Master who is assisted by Knights, Mages, and Guides.

Akhkharu Rituals

Ritual of destruction

In this rite of death your enemy shall flail in misery and pain. A dagger will be needed as well as a skull. A small cord rope tied into a noose, to symbolize the death of the enemy(s) intended. A picture of the intended offer or a personal item. a set of five blood red candles in the shape of a pentagram. Incense of cinnamon and a few black or blood red candles. You will also need the pentagram of hemah and an appropriate heavy metal CD to the ritual.

Say: "in the name of the angels of chaos, I call upon the powers of ruin, poison, death, terror, and destruction."

point the dagger upwards and repeat: "in the name of the angel of ruin, Karmu, oh dark golem of chaos, I smite thy house, oh enemy."

point the dagger to the south and repeat: "in the name of the angel of terror, Pulhu, oh demonic bat of chaos, I causeth my enemy great fear and confusion."

point the dagger to the east and repeat: "in the name of the angel of poisons, Lukur, oh dark angel of chaos, i cast a thousand plagues of disease and sickness upon thee oh adversary."

point the dagger to the north and repeat: "In the name angel of death, Urvat, oh black dog of chaos, I smite thee to death."

point the dagger to the west and repeat: "In the name of angel of destruction, Alal, oh dark demon of chaos, I destroy thee oh enemy."

So it is done

Thanksgiving ritual

Get a black or dark red candle. It MUST be new.

Set it up somewhere out of a draft where it's not going to fall over. It must NOT go out.

Light the candle in the name of the entity. Say something like "I light this candle in the name of <entity>" in any language you want as long as you get the meaning across. Think about what you are saying when you say it.

When the candle is lit, drip some of your own blood onto it. I usually use something like a 1 mil needle and then just drip as much as possible on to the candle. As you do so, say something like "Hail <entity>".

Let the candle burn down completely. IT MUST NOT GO OUT.

What this ritual does is basically to attempt to attract the attention of the entity and then offer it some blood. You may feel its presence. You may get an immediate obvious response (voices in your head or emotional urges, for example). You may not get a direct response. This doesn't mean it hasn't worked.

My other main use for this ritual is as a 'thank you' to a Vampyric entity, which has been involved in one of your rituals or has aided you in some way. Those who practice Ritual Vampirism involving regular use of certain Vampyric entities are also recommended to perform this ritual every so often.

Many, or indeed most, 'demonic' entities are Vampyric to a certain extent, so this ritual would probably work for most beings of that sort, but you must be certain, in any case, that the entity will not turn on you, as the blood offering will make it extremely difficult to get rid of should this prove necessary.

Creating a Servitor

Object link will be a necessity

Strong hate or hunger emotion (pref. both) will be necessary

It would be necessary to program into the servitor that it should return empty-handed to the caster and/or dissipate if successfully deflected.

At the end of the set period another ritual could (should?) be performed to take the energy from the servitor and to destroy it.

For a more long-term approach, the servitor could be set to a lunar or seasonal cycle.

Task of servitor:

To gather energy from <subject's name> over a period of one week, then to return to give me the gathered energy. If resisted by a magickal barrier, return immediately.

Creation Of The Servitor:

A sigil representing the aim was created, and an image and name for the servitor were derived from it. The servitor I created was a vampiric dragon who went by the name of Sith, while an earlier servitor, which was also successful, was a vampire goldfish with damn big teeth. (Goes to show, you never can tell...)

Charging & Releasing The Servitor:

The servitor had to be charged with hate for the victim and hunger.

The options for this include staying up over a long period and fasting, which is a method suited to this working as it results in physical hunger, and many people, including myself, are prone to angry fits under such conditions, making the hate aspect easier.

Another option is to use fly agaric to achieve an altered state of consciousness, and then inducing the required vicious emotional state which under the influences of the psychedelic.

A combination of the two is also a worthwhile approach.

A state of emotionally charged gnosis is built up by whatever means are favored, and the obsession

is focused on the servitor. An image of the servitor was previous affixed to a bottle. I drew a quantity of my blood and recited the following as I put the blood into the bottom of the bottle.

"<name of servitor>.

I offer you a this energy as payment

For feeding upon those I hold enmity towards

And for sharing that which you take from them with me"

Object link items for the victim (including a copy of his name written by him) were burned and the ashes were poured into the jar, as I recited the following:

"<name of servitor>, feed upon this victim,

<victim's name>,

this object of my hate.

Feed upon this hateful soul

Drain him and weaken him for __ days and nights

Then return to me, and share with me the power you have taken

<name of servitor>! Vampire! Dragon!

Go forth and feast!"

Draining And Banishing The Servitor:

Upon the return of the servitor (at precisely a week from the time it left, should everything go correctly) it should be ritually drained, dissipated, and re-absorbed into the caster, or alternatively to be drained and kept for later use.

If used at other points, the servitor should be called upon and targeted by offering it some energy and the ashes of an object link in a similar way as above.

Invocation of the Dark Lords of Nature

Invocation of the gods

“In the names of the immortal gods of the natural world I call thy names to bestow thy power upon me. Oh mighty and ineffable ones, thy servant beckons thee!”

Turn to the south and repeat:

“In the name of Kali I call forth the forces of earth, that they give me substance from thy veins.”

Turn to the west and repeat:

“In the name of Vulcan I call forth the forces of fire, that they may warm me in winters bitter frost.”

Turn to the north and repeat:

“In the name of Tiamat I call forth the forces of wind, that they may give me living breath to breathe.

Turn to the east and repeat:

“In the name of Dagon I call forth the forces of water, that they may give water to drink and food to eat.”

Raise your hands to the sky and repeat:

“In the name of Lucifer, I call forth the forces of light, that they may show my way in the darkness.”

Point your hands to the ground and repeat:

“In the name of Erebus, I call forth the forces of darkness, that they may remind me of my true nature that of the Night.”
So be it done

Ceremonial rites

Rite for Vampyric Awakening

for this rite you will need:

- A sword* or dagger/Athame
- A skull (fake or real)
- An Ankh of Cain
- An image of Tiamat
- A picture of Baphomet
- A chalice
- Candles of black*, red, or crimson*
- Incense of frankincense* or jasmine*
- a crystal

Those to be awakened all of which are dressed in black or at least dark clothing. The high priest/ess opens with by chanting: "that which is born in darkness lives forever!" he/she chants this three times. then the high priest/ess says: "Hail Tiamat, Mother of Vampyres! Hail Satan/Ea, Father of all! Hail Cain, Father of the Akarhi!" and those to be awakened kneel and repeat the Hail.

The High Priest/ess says: (to those to be awakened) "in the name of the Undead Gods, I open the Gates of becoming Gods that the may gain thy power, thy wisdom, thy strength, and thy foresight, and that you may bestow upon these aspirants immortality in life as well as in death!"

The High Priest/ess says: "Arise in the image of Cain, O Akhkharu!" and the newly awakened offer a sacrifice of energy to the Undead Gods.

the High Priest/ess says: "I drink this in the names of the Undead Gods" and he then drinks from the chalice.

So mote it be.

Initiation rite

Items needed:

Of air: a dagger and sword (optional).

Of water: chalice, cleansing bowl, and blood bowl.

Of fire: incense, black or red candles,

Of earth: Ankh of Cain, image of Tiamat, and an image of Baphomet.

Dedication of the chamber

You will need a dagger, candles: black (4) and red (4), incense of either frankincense or jasmine.

High priest/ess:

Face to the west dagger in hand. Point first to the Ankh of Cain then to the sigil of Tiamat.

Recite: “praise be unto Kali, mother of the destruction of our enemies.”

Thrust the dagger to the west.

Turn clockwise to the north: “praise be unto Satan who created the power within us all.”

Thrust the dagger to the north.

Turn clockwise to the east: praise be unto Tiamat whose womb brought forth the immortal vampyre, to whom the will is law!”

thrust the dagger to the east.

Turn clockwise to the south: “praise be unto Osiris grant me this space for my exploits toward achieving GODHEAD, 77”

thrust the dagger to the south.

Turn clockwise to the west once again: “praise be unto the Lord of the Dead, Azrael, may only those benevolent spirits enter this sacred space, and all others be banished from this area of worship and ascent.”

Thrust the dagger westward a final time.

Recite: “within lies Satan, beneath lies Kali, before me lies Tiamat, beyond is Azrael, above is Lilith, to my right is Dagon, to my left is Vulcan, my destiny is before me!”

SO IT IS DONE!

Akhkharu wedding rite

This should be done during a waxing moon. The moon should be in a favorable sign for marriage. A pentagram should be drawn or “laid out” upon the ground. A banishing ritual should also be done.

On the altar should be black (2), blue (2), and a larger red (1) candle(s), two daggers, and a chalice with a quarter full of red wine.

High priest/ess:

The bride and groom, both wearing black and holding a black candle, with which each will light the others candle upon the altar with the others name upon it. Open the rite by ringing the bell, and drawing the pentagram upon the air with the sword of the chamber.

Recite: “ina sumsu etu ilu. In the name of the Dark Lords, we invite the powers of the undead to bestow their infernal power upon us, and grant this couple to together ascend towards
GODHEAD, 77.”

The participants give a sacrifice of energy to the undead gods except the bride and groom.

high priest/ess:

We gather here in the night of this full moon in the names of the dark lords to together join _____ and _____ together in marriage.

Oh ye gods of darkness, our will is to bless this union with love, lust, and the pleasures of the flesh, that they may have love for each other forever.

Do you _____ desire to join _____ as your partner in lawful marriage, into the gates of eternal bliss?

Bride: peta.

Say the same to the groom.

Groom: peta.

Both cut themselves and drip blood into the chalice and mix it
together. Each drink from the glass.

Both light each other's candles and exchange rings.

high preist:

Recite:

basu isten lapan Enki ma ina emuqa ma baltu darisam ina
kappu Tiamat.

Go now as one in the eyes of the dark lords; be blessed and
strong.

SO IT IS DONE!

Juggernaut rite

Becoming a Juggernaut of death

- 1 cut free all ties to human life, even your own.
- 2 let the darkness of undeath become you.
- 3 become as the archetype of Azrael take and give as you please.
- 4 make an archetypical name for yourself, and become it (i.e. Erebus)
- 5 get and wear a mask that symbolizes your archetype.
- 6 show the others the horrors of the disobedience of your laws.

Rite of Skulls

You will need a human skull, to symbolize the death of humanity. A few black or dark red candles. Some incense of sage or other morbidity inducing scents. Your archetype mask, to symbolize your rebirth as a juggernaut. A red marker and a sheet of unlined paper to write you new name and to draw your sigil. You will also need a dagger or Athame. You will need the pentagram of hemah as well as an appropriate heavy metal music CD (i.e. "Rob Zombie: The sinister urge") to the ritual

Take the dagger/Athame in hand and repeat: "in the shadows of death are the fires of rebirth."

Point the dagger first to the pentagram of the akhkharu then to yourself and repeat: "in the name of Enki I now seek to ascend into condition of the immortal Juggernaut, whose terrifying force obliterates anything and anyone in its path."

Take the paper and repeat: this is my sigil and the name of my true self-my name now becomes--name of self archetype--the darker side of myself theWrite your new name below your sigil representation of it.

Now absorb yourself with the darkness and power of your new archetype as a juggernaut.

Put on your mask and repeat: "I am , ruler and conqueror of my own destiny. All who get in my way will be obliterated in my path of destruction and chaos."

So it is done.

Burial rite

Prayer to the Undead gods:

By the Cantor:
Ma sekhaſ Sáthen shan thim leth getiſh,
Reth terta namst leth datum ma ithmas,
Leth pithen Nirgul halet lethiſ,
Seg leth zhiſman ireſhkigel iſhmal lethiſ.

By the Mage

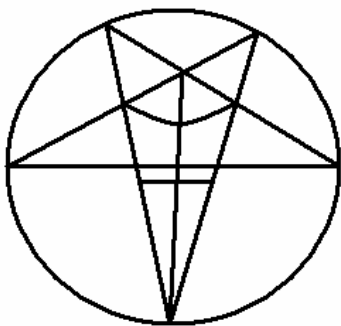
In the name of Satan I bleſſ thy ſoul,

Let the earth take thy body in grace,
Thy Father Nergal greet thee,
And thy Mother Ereshkigal embrace thee.

Then the body is buried and upon the dirt inscribe, in Akarhian script, of the following phrase: Nirgul thim dash getish wesham!

Then the cantor says it aloud, and draws the Death Watcher Sigil below:

The Deathwatcher Sigil



Meditations

Opening the astral eyes

(Done only if not already open)

Feel your energy begin to circulate within you. Then you close your physical eyes and feel your astral eyes open. It should feel as if you're opening your physical eyes without actually opening them.

Absorbing energy

First see the energy and imagine it flowing into you. Do this until you are full. Then feel it circulate within you and cleaning out impurities.

Opening the psychic eye

This is the same as the astral eyes except it's one located on your forehead. First focus on an eye in the center of your forehead just above your eyes. Open this by focusing on it opening wide as you can.

Astral projection

Astral projection is a several step system of meditation and control. To properly meditate and enter the mindset of astral projections, one must prepare the home or place of this practice in a quiet manner. Take the phone off the hook, turn the TV off, and make sure distractions will be to a minimum.

You will need to find a comfortable place to lay - a bed or couch. Incense should be burnt, either Frankincense or Jasmine will do. A red and black candle may be burnt, of course totally optional and rather unimportant.

Once you lay yourself down to begin, you will want and need to clear All worries and thoughts in general from your mind. Be relaxed and slow your breathing and heart rate.

From your feet up, tell yourself as you relax each part of your body. do this until your entire body is relaxed. Once this is done, concentrate on causing your astral to extend and take the form of your desire - it is All according to your will. Once finished, focus your mind's eye toward extending and rising from your body. You will feel a strike of excitement but you will need to control this emotion and remain calm, nay very calm. The result if not followed will be failure.

Once you rise as Varcolaci observe your chamber and surroundings, look upon your sleeping body and absorb the feeling of pride of watching the sleeping human form in which you walk the earth in.

It is now time to rise and fly the night sky.

Mythology

The creation of the beings

In the beginning the Earth was dark and barren, except for a sea of blood. Then came the Undead gods, those who achieved spiritual immortality through death and rebirth. They made life spring from the depths, but the blood being impure made demons. These are called the Primordial Demons.

They needed the blood to sustain them. The Undead gods were unsatisfied with their creations, so they made them conceive and bare children unto them. These children they called Vampyres.

Then the undead gods took some earth and mixed it with the blood and created the Opfers. They were created to be servants to their masters the Vampyres. The mother of the Vampyres name is known to the opfers as Tiamat.

And the Opfer who did the Will of their masters were reborn as wolves, and they were called upon by magick and transformed into werewolves or Lycans. Then their soul would merge with their physical form and bring justice to those who opposed them. Also a dead Opfer could be raised and controlled by magick to do their bidding.

The formation of civilization

Originally the Vampyres lived in almost total peace with one another. Weapons were unheard of by the opfers, and unnecessary to the Vampyres. But they were merely based upon villages and they had no leader so the gods made Akayen, a demigod, to lead them.

They made a temple wherein they worshipped the undead gods. The temple had four open rooms each with an altar. One for sacrifices, the second for prayers and meditation, the third for personal ritual, and the fourth was the Great Hall. They lived in roundhouses with their servants who work their fields by day, for the sun displeased the Vampyres.

The servant opfers revolt

Some time before the opfers revolted the sea of blood dried up. The primordial demons died and the Vampyres faced starving. In their distress they secretly decided to drink the blood of the opfers. They despised this and the thought of serving them. They greedily wanted a kingdom of their own.

One day the opfers arose from the fields and slew their masters. Those that were with them left with them. They made false gods and idols of them. Because they were mortal they could not remember the life before. As generations passed they slowly forgot this truth.

The Dhampyre

But in time this knowledge and the very races that brought it forth and their histories were all but lost to time. One day in a village in Sumer, there lived a tall man with many abilities that those around him lacked. They called him Sarrum. Their king was in his court speaking with the priests of the Temple of the gods, and with sarrum. Some greedy men who sought to kill the king went to him and drew their weapons. then Sarrum even being without a weapon slew many of them before they could fight back, leaving the rest to flee in terror. then the king and his subjects fell at his feet to worship him as a god. Although he bade them not to, they still worshipped him. so he traveled to a high mount to plead for them to stop their idolatry.

Then Osiris said unto him, "doth thou not deserve just honour for thine actions" then Sarrum replied unto him, "Not as thee almighty one, for thou art a god and I am but a mortal." and Osiris said unto him, "thou art humble, for thee, I shall reconcile them." and so he returned to behold the image of Tiamat and them all worshipping it.

The hermit of the forest

One time ago there was a hermit living in a cave in a forest. he lived according to the ways of nature. he had not seen another person since he escaped the inhabitation of his abusive father at his fifth year of age. he lived in a forest of many trees. one day when he was hunting for food, he found a man cornered by a bear. he fended the bear off with a

staff of wood. the gracious lad said to him, “as sure as the moon follows the night, shall I return your favor.” two days later he was returning from his daily hunt. when a large bear cornered him. as he was about to be ravaged by the bear, he heard a great thunder, as a cloaked rider in black rode past upon a black horse and slaying the bear. 11 when he asked the rider his name the rider his name he said, “a deed for a deed, for surely the moon doth follow the night, I am herren.”

the magic stone

Once there was a widow whose house was leest from a generation long past. one night in a dream she saw her dead husband. And he said, “In the flames of glory, you’ll find the stone without earthen quarry.” soon one day she was cleaning when she noticed the shield that had been in her husbands family for many generations. it had flames and a sword on it. so she took it off the wall, and behind it were a square hole in the wall. and inside it was a black crystal with symbols carved into it. with it were a note saying, “Hold this close and your deepest desires shall come true.” she took it in her hands, and instantly she was face to face with her husband but real this time. she was sent to the Otherside. and as Azrael explained, “I made the magic stone to reunite dead loved ones with their families.”

Sacred Revelations

The Wrath of Hemah

Hearken all ye children of Cain, it is time to claim your well-deserved prize. Triumph and power are yours, so far as you reach for it. Take forth the fruit of the four dimensions of the pleasures of existence.

Evil is the natural power of the universe, which rules all living beings: Daemons, Angel, Spirits, Vampyres, Lycans, and humans. The only Hell is the self-made torment, made from the bricks of ignorance and sealed with the mortars of dependence.

In the flames of chaos only the strong will survive, you are either the predator or the prey. Rise into the night and receive just reward and claim your prize.

Future holds that you trust in people with great care. Form an army of those who will follow and can be trusted.

These are Hemah's commandments: worship us through our symbols, do not allow anyone to destroy them. Obtain as much power as possible, lest they try to overtake you. Do not commit treachery to those who truly doing my will, lest ye be burned in the Muspell or pandemonium. Every time someone gives you something return it tenfold. I have created a place of paradise for those who follow these laws.

Everyone is inherently evil by nature, although many do not accept this notion nor do they see the darkness within them as a good thing. Why would a creator punish his people for a thing that he gave them? The great father of the flames of terror and wrath would not allow such an abomination. All those who would hinder his chosen peoples and races shall be torn by the fiery lash of they thorns of wrath and terror!

the Sorrow of Azrael

The souls of the dead lined up in rows of four are awaiting judgment. Each has died in his own way: some were killed, some died naturally, some were diseased, some died accidentally, and some killed themselves. They all will be judged by their acts toward others, good and bad. The wicked and the impure shall return to earth until their cause is good, or if they die in battle for a righteous cause. In the world of the dead everyone is in human form, even dead animals. For all are the same in the eyes of Allamitu the god of the dead. Those who do evil unto others, evil is done unto them in the next life. If the lesson is learned in life the next lesson will be taught. This will continue until all souls learn their lessons.

We were made to die, why else would it happen. In the death of suffering results, thereafter, in cessation of pain. In this world there is only pain, suffering, and emotional distress. To end it is brave, and those who do are so dually rewarded. The reward is given, as promised in another realm. Our fellow men look down upon us in contempt, but they do not see how their own lives result in similar fates. There are far more disgraceful ways of dying than suicide, such as being impaled or disemboweled in public. After the pain of leaving behind the sins of life, the pain ceases, and you feel as if you were in a dream. You see a bright light like a spotlight. You rise toward it without a thought. When you reach the top you awaken in the paradise of your making.

The only Hell is life; the only torture awaiting us is staying in it. Azrael gave us the power to redeem ourselves; earth unbenounced to us is to punish man. Obviously this means that unless we detach from the sins of life we will fall forever further into pain.

In the end of times we will be judged by our works towards others. If we do not die when we could, we shall not enter paradise. We are judged by our acts at death and only the humble shall enter paradise. All others shall return to the hell that is earth.

The only hell is the one we allow by staying in this painful world. This is all a test to see if we are righteous enough to enter heaven. In our days of life we undergo several changes, most of which are caused by outward influences. The same goes for death; we must first escape the pain of life to arise to the next stage. This is the entering into the spirit

realm, and is for you to decide whether to stay or leave earth. When you are in the realm of the spirit; you can see other spirits and the angel Uggae directing a line of spirits to three other lines. Of these three lines one is to earth, the second is to paradise, the third is to rebirth. All the names of all of the souls living or not are in his books, and each book has a name: one for the dead, one for those risen, and for the descended.

Our god is constantly trying the souls of those who do not find the truth behind the existence behind all things. This truth is that all matter and substance in the universe are controlled by a single source deep in the center of the universe. This is but one of four universes, which are layered upon each other as a cake has layers. Each serves its own purpose: the physical to punish and teach, the dream (or mental) to teach more clearly, the astral for spirits, and paradise for the risen. Each time you fail to learn the lessons of life you shall be sent earth (hell) once again. If you learn them you shall die from earth and rise to paradise.

The Wisdom of Osiris

Of the great abstinence of the living the destruction of mankind is at hand. And then shall you worship out in the open. But those of false religions and gods of them that are without shall perish.

Unless they become no more servants to them and of that which is without. They that shall worship false gods shall befall great plagues of pain, suffering, and terror. They shall be killed by their own actions. But i shall arm you with great power against them, if ye believe in me. For otherwise you shall be amassed in the desolation of mankind, except of those who are in my image.

I am not false and my servants are not to be inhibited as heretics and as evil. My exploits are for the good of man. i am and shall always be thy God. I have not ever said that you should not have happiness and joy, for that is my business.

You know of the fanatics who have persecuted men in my name. They are not my people, nor do i side with them. They have done this many times throughout the ages.

Initiate unto you thirty disciples male and female both. Your spirit will be with me soon in the Age of Aquarius.

I have made and shall keep my covenants with thee. I am and shall always be the only god worthy of your worship. My covenants lest ye keep my commandments, will be to rule the earth under us. I am and shall always be your only god to be worshipped.

No other gods are good but us. Now, then, you have heard of the killings that have taken rise of evil gods. These are my commandments: we are the only good gods and worship none but us. Trust in us for otherwise you shall destroy yourselves as the unbelievers. Obey us for we know all. Have faith for your wishes shall come in due time. Listen for i am there and i shall guide you in hard times. Form a bond of unity between you. Tell others for the days endeth, and those who are without shall perish.

Hearken all ye who have denied me. For i shall weed out the inequity of your existence. For you have denied me far to long. Unless you obey me thy lord and my commandments. Ye shall be entombed in the death

and destruction of the blasphemers and the unbelievers.

O ye brothers, sisters, and children of Cain: I call upon thee to unite, so that you may not be taken so easily. Otherwise your cries shall fall on deaf ears unless they are my own. You should have a Master priest, elite priests Chief priests, high priests, celebrant priests, priests, one for every four of the lesser.

At the day and age that it shall come it shall be seen by all, and the iniquity of them shall be taken from those who do good deeds for my people, the “defenders of righteousness”. Out of them that are without shall rise my people who are of a naturally higher nature. I punish and exist in another realm, and I will destroy all who refuse my existence.

In all that is: the heavens above, the earth, the waters, and the fires below, it is corrupted. When you die, the gate to another realm opens, and your body separates from spirit and mind; this portal is the astral gate. Then through it you ascend to paradise or descend to earth (hell). Your transgressions cause your misery and pain, trusting in me will help you, for I will guide you through your troubles. Do not harm a dog or wolf, for they are sacred.

If you deny me or do transgression unto me, I will forgive you. But if you persecute those who are faithful to me, I shall surely destroy you, and if you deny me you shall surely regret it. You shall not see me and will be sent back to earth. If you follow my people and me you shall have happiness and delight.

I give grow to the fields of those who follow my unaltered word and me. I need those who are without to decide quickly, lest they are destroyed in the Age of Aquarius. The end shall begin with the fall of tyranny. Let me tell you, the third heaven doth not dare compete with my power. I am the unnamed god for my name was nearly lost to man. And until the time of your ascension from earth. They will not see the true natures of their peoples. I do not yield to any mortal or god, for I am eternal. We are in no effect perfect for there is no perfect being.

I say unto you to ready and prepare for those things that shall come, and at that moment it shall be on a great scale as unseen by man. The dead shall rise up to devour the flesh of the living.

The Light of Lucifer

I call thee oh sons and daughters of Cain, thine children of darkness, awaken, rise, that your parents shall know you in truth not falseness. Not the blaspheme taught to the humans. Let them know of your mastery and superiority over them. Obliterate all who blaspheme against your power and will. Send their irreverence down with them, and in fire burn them. You are the elite of this world, the many anointed kings of earth. Show those who submit to your will great kindness for they are few and rare. Keep your bloodlines untainted for strength is in purity. In despair is light for all who obey me for I am the god of flesh and blood, and in blood I am reborn. The flame of thine aura lights the way to only the awakened, for they are aware of it; they can see the unseen. With power is my strength, and weakness is my enemy.

We are the darkness after the light. The everliving spirit who hunts its prey unseen; the servants of reason and unseen truth. We guide and are guided by the gods of the self. Constantly dying and being reborn, we take up a living “shell” for our abilities heightened. Our spirit protected, and our knowledge increased. The blood red wings of our mother protect us, the everseeing eye of our father guides us. Our instincts tell us how to protect and sustain ourselves; the chaos within dares us to venture the unknown. Death sends us to the dark chaos of creation and rebirth, the chaos of souls in transmigration into new lives.

We are the unelected kings of the earth, them who never die. Our souls go where they are needed in the fabric of time. Our presence can harbor pain or delight depending on our treatment. Our place is to rule the earth in our father’s likeness. We have no end, for we are forever born into this world. Our time is none, for we are the borne gods, the Akhkharu

The Ages of the Vampire

In the ages of the vampyre there are five major ages: the Ancient (10,000-5,000), the Old (5,000-2,000), the Middle (2,000- 0), the dark (0-1,000), the Modern (1,000-2,011) and the New Ages (2012-3,000).

The Ancient Age

The Ancient Age (10,000 B.C.-5,000 B.C.) is from the creation of man to the move into Europa. It is this time when only legends accurately speak of. Instead of "scientific speculation" which states that religion was formulated instead of being given by gods. Which is variously misinterpreted by those of closed minds and underqualification in the interpretation of such things.

The Old Age

The Old Age (5,000-2000 b.c.) is the time from the destruction of Atlantis or Minoa to the time the Hebrews took over, raped, and killed the Canaanites. They also destroyed their majickal texts in the name of "righteousness". Yaweh or Yawu the God of the Hebrews and his army of "Angels" did the same to Atlantis much earlier.

The Middle Age

The Middle Age (2,000 b.c.- 0) is the time from the destruction of Canaan to the birth of Christianity.

The Dark Age

The Dark Age (0- 1,000 a.d.) is the time of the removal of knowledge of the spirit and majickal knowledge by the slaves of Yaweh/ Yawu.

The Modern Age

The Modern Age (1,000- 2,011 a.d.) is the age of invention and the current and present age.

The New Age

The New Age (2012-3012) is the age to come; this begins with the return of the true gods to earth. Before this will come great strife and persecution and the Final War.

The Realms of Existence

Introduction

The realms are the planes of existence in which all beings exist. The first is the Divine realm, which is the plane where all energy resides and is where we all get energy. Those who are normal humans get energy directly from a link to this realm. The second is the Astral realm, which the spirits and the Undead gods reside. The third is the mental realm where dreams and nightmares happen. The fourth is the physical realm also known as our universe.

The Divine realm

This is the realm of the origin of all energies. It is where all beings get their life force from. The spirit body is formed here. A direct link to this realm is created to the spirit. This link was broken by the vampyre and Lycans. This realm is seen as an endless abyss of bright white swirling energy.

The Astral realm

This is the realm where the spirits of the dead reside as well as the Undead gods. Through this realm we can see the dead, and we can project both our spirit and a visible image of ourselves to the living and the dead. We can move from place to place or body to body.

The Physical realm

This is our visible realm, the one that we all know. All the previously mentioned realms affect our known realm. These realms are sort of stacked upon one another.

The Mental realm

This is the realm of dreams or the Dreamworld. This world can also sometimes affect our physical or psychic bodies. It can connect you to other people's minds through dreams or mere imagination. When focus becomes strong enough these things begin to manifest.

Gods and places.

Name	Element	Description
Xul	Evil	Tall, pail, long black hair, wears all black, red eyes
Alal	Destruction	Black skin, yellow bull horns on head, purple eyes
Urbat	Death	A red eyed demonic black haired dog
Pulhu	Terror	A demonic bat human combination
Lukur	Poison	An angel with black wings
Karmu	Ruin	A golem of flint or Blackstone
Kurnugi	The netherworld	
Set	Power/ storms	A fiery eye/ a man with an unknown animal's head with square tipped ears
Tiamat	Life	A fiery red dragon
Ea/ Enki	Wisdom/ earth	A bearded man

Name	Element	Description
Kali	Earth	A dusty or dirty woman in a dark green cloak with brown hair
Dagon	Water	A sea serpent man
Erebus	Darkness	A pale man with black hair and robe
Lucifer	Light	A man with yellow or white long hair and white clothing
Azrael	Death	A skeleton in a black robe

Akhkharu	Vampyre
Kashshaptu	Witch
Dalkhu	Demon
Lilitu	Succubus
Gelal	Incubus
La'atzu	Spirit world
Anunnaki	Heaven

Ritual tools

Tools of Air:

Athame- the Athame is a black handled dagger which is used to point out things in ritual.

Sword- the Sword is used much the same as the Athame; to point out directions, etc.

Dagger- a dagger used in Sangomancy to draw blood, or in rituals using figures or representations of a target to stab it or cut it.

Tools of fire:

Thurible/ censur- these tools help spread the smoke of the incense around.

Incense- incense is burned to set the mood in the ritual space.

Candle- candles show the type of majick being done.

Tools of water:

Chalice- the chalice holds the drink to be drank at the end of certain rites and rituals.

Cleansing bowl- this is used to spiritually cleanse the hands before ritual.

Tools of earth:

Stars- these are used to symbolize certain ritual elements.

Symbols- things such as **sigils**, **stars**, **images**, etc.

Sigils- are glyphs made to connect to an entity or entities.

Stars- are symbols that represent a certain number elements or gods/deities.

Images- is a picture or likeness of a deity or entity.

Crystal- is a type of stone used to absorb contain certain types of energies.

Symbols of the House Akhkharu



Ankh- a symbol of life and immortality the ankh is, if not the original, the oldest symbol of the vampire known universally.



the chaos star- symbol of chaos and creation it is not directly related to the vampire. It is used in conjunction with Ouroboros to invoke Apophis.



Ouroboros- is the symbol of Apophis and the earth mother kali. It also is a symbol of eternity.



Star of Inanna- the star symbol of Ishtar/Inanna the goddess of fertility.



hexagram- this symbolizes the polar opposites of the elements

Astral entities

Parasites- anything that is unincarnated that feeds on the energy of a host.

Spirits- those who are no longer living.

Demons-negative spirits

Angels-positive spirits

Thoughtforms- created half-sentient spirits.

Types of vampirism

Sanguine-a blood drinking vampire or vampyre who uses human or animal blood to feed either for basic uses or majick.

Psychic-any vampire who feeds from energy.

Elemental-a vampire who feeds from the elemental energies on the planet.

Empathic-a vampire who feeds from emotional energy.

Pranic-a vampire who feeds from tantric or sexual energy.

Deities

Name of Deity	Element
Satan	Darkness, creation
Nergal	Creation, Underworld
Ereshkigal	Same as above, earth, fertility
Kali	Destruction, death, life
Yaweh	Tyranny, slavery, delusion
Ea	Order, justice
Anubis/Azrael	Death
Dagan	Water, fertility
Set	Wind
Osiris	rebirth
Isis	Majick, invocation
Erebus	Darkness
Lucifer	Light
Tiamat	Fire, life fertility

Planetary/incense table

Planet	Type	God	Incense	Candle	Day
Solaris	Light	Lucifer	Frankincense	Yellow	Sunday
Moon	Darkness	Erebus	Opium	Grey	Monday
Mercury	Evil	Xul	Sandalwood	Brown	Wednesday
Venus	Destruction	Alal	Jasmine	Purple	Friday
Mars	Ruin	Karmu	Ginger	Red	Tuesday
Jupiter	Power	Satan/Ea	Saffron	Crimson	Thursday
Saturn	Death	Azrael	Sage	Black	Sunday
Earth	Land	Kali	Lavender	Green	Monday
Uranus	Wisdom	Osiris	Orange	White	Tuesday
Neptune	Water	Dagon	Vanilla	Blue	Wednesday
Solaris	Fire	Vulcan	Cinnamon	Red	Saturday
Pluto	Terror	Pulhu	Lemon	Orange	Thursday
Earth	Life	Tiamat	Dragons blood	Red	Friday

Vampyre sites on the web

Vampyre organizations

Sanguinarius

www.sanguinarius.org

Temple of the vampire

www.vampiretemple.com

Vampire church

www.vampire-church.com

The coven organization

www.thecovenorganization.com

Vampire sanctum

www.geocities.com/vampyresanctum

vampyre houses

House Akhkharu

Houseakhkharu.tripod.com

And

www.feewebs.com/houseakhkharu/

House Kheperu

www.kheperu.org

House St. Germain

www.housesaintgermain.org

House Sekhemu

www.ordo-sekhemu.org

House Eclipse

www.house-eclipse.org

House St Germain

loyalorderofsg.tripod.com

House Akhkharu services**Email service**

houseakhkharu.zzn.com

Bookstore

www.lulu.com/houseakhkharu

Vampshops

www.spreadshirt.com/houseakhkharu

www.cafepress.com/houseakhkharu

Yahoo groups

groups.yahoo.com/group/houseakhkharu/

groups.yahoo.com/group/vampspawn/

Myspace group and forum

groups.myspace.com/houseakhkharu

Main forum

houseakhkharu.20.forumer.com

Glossary of Terms

Autovampirism:

The drinking of one's own blood.

Awakening:

The physical and mental changes that occur when someone awakens to their latent vampire nature. The awakening typically occurs during or shortly after the onset of puberty, but in some individuals may take years to manifest. Those undergoing the awakening, undergo various mental and physical changes. These changes often include an increased sensitivity to light and particularly to sunlight, a growing affinity for night and darkness, having one's circadian rhythm become inverted and switching from a nocturnal to a diurnal sleeping schedule, and experiencing the first symptoms of the thirst. Many experience acute feelings of isolation and alienation during this process, as their changing nature distances them increasingly from their "normal" family and friends. Many seek out organizations or groups to help understand their desires and newfound feelings. (See also "turning".)

Beacon:

A particular feeling or energy signature generated by vampires in general, but latent or potential vampires in particular. The beacon seems to exist to attract other vampires to the potential vampire so that they may instigate the awakening process. (See also "vampdar".)

The Beast:

The primal, instinctive, animalistic, bestial nature of a frustrated or desperate vampire, where he or she gets really evil-minded and aggressive and wants to just go berserk, rip people and things apart for the pure "fun" of it, and feed violently. It's destructive and cold, and if you don't control it, then you will be under its control. This is different from just "vamping out" but that is when it's most likely to manifest.

The Black Veil:

Also known as the "Thirteen Rules of Community". Composed by Michelle Belanger, Father Todd Sebastian and COVICA, this is a set of 13 common-sense guidelines for the Sanguinarium as well as the vampire community. It deals with such things as responsibility, etiquette, feeding practices, the lifestyle, discretion, etc. The Black Veil has undergone several major revisions since its first incarnation in 1997 in attempts to be made more applicable and palatable to the real vampire community and not just the Sanguinarium; in 2003, it was revised once again and cut down to just seven tenets.

Blood-Bars:

Rumored underground vampire havens, which have a members-only and very secretive policy. They are only open to properly initiated (usually through a coven) members of the community, if then. It is said they serve stored blood and/or have willing donors who provide blood over a bar. Certainly if they exist they are only a part of a local population's Cabal.

Blood Bond:

1.) A strong, sometimes undesired, bond or attraction which can develop in a donor towards the vampire he or she is feeding; this bond can be a mutual thing between both the vampire and his or her donor, but often is felt only by the donor.

2.) A rite, ritual or ceremony marking a commitment to a coven or an individual. It is also a term to reflect a vampiric marriage.

Blood Doll:

Someone who gives blood in hopes of looking cool and/or who may have erotic desires fulfilled by being fed on.

Blood-Drinker:

Anyone who drinks blood, regardless of motivation.

Blood-Fetishist:

Someone who is erotically attracted to the sight, taste or smell of blood; he or she generally has no physical need to consume it, and will usually be happy with small amounts. Blood-fetishism is often accompanied by other sexual fetishes, including sadism and masochism, and the blood is usually taken during sexual or fetish play, as in a bondage or domination situation.

Blood Junkie:

A derogatory term for someone who experiences the physical need to consume blood; a sanguinarian (see also "the Thirst", "sanguinarian"). Particularly refers to one who has no control over his/her thirst and goes around feeding indiscriminately.

Blood Vamp:

A short form of "blood vampire", or sanguinarian.

Bloodletting:

The physical act of cutting or piercing the flesh in order to extract blood. This is commonly used for feeding as well as in bloodplay and fetishism. (See also "bloodplay".)

Bloodplay:

Similar to bloodletting, bloodplay is the act of using blood in sexual or fetish situations. Bloodplay can also refer to the integration of blood and bloodletting in ritual. (See also "bloodletting".)

Bloodsharing partner:

A more appealing term for a donor. Some donors dislike being called "donors", as they feel it somehow belittles them or their role in their vampires' lives.

Cabal:

The far-underground "shadow" community of sanguinarians in a particular geographic location. Few even believe they exist and Cabals include the Bloodbars and other unknown things. Cabals are very selective as to who even knows who is a member.

Chi:

The Chinese term for life-energy. It is also often referred to as pranic energy or life force. Chi is the bioelectrical energy, which runs our bodies on a subtle level.

Energy vampires and many psi-vamps believe that they can manipulate chi and feed upon it to sate their hungers. It is believed by some that, to a certain extent, blood vampires also feed upon chi, for a great deal of this subtle energy is believed to be concentrated into the blood. (Also, "psychic energy", "Prana", "pranic energy", "psi", etc.)

Clinical vampirism:

A psychological condition, such as Renfield's Syndrome, in which the afflicted person experiences a psychological urge to drink blood. This urge is often satisfied with their own blood, and sufferers of clinical vampirism typically bear slashes from razors and knives up and down their arms from where they have drawn blood from themselves. Particularly sociopathic forms of clinical vampirism drive sufferers to attack and sometimes (although rarely) even kill other people in order to drink their blood.

A related condition is known as SMS, or Self-Mutilation Syndrome. This newly named pathology is becoming alarmingly common in American youths. Sufferers of SMS, often known as "cutters", feel the need to cut into their flesh and watch themselves bleed. Some sufferers of SMS also drink the blood drawn out this way, although this is not standard for the disease. Most sufferers of SMS are redirecting feelings of anger, frustration, inadequacy, or emotional pain onto their bodies. (See "Self-Mutilation Syndrome", and "Renfield's Syndrome".)

Court:

A monthly social event which is much like a "town meeting" for members of the vampiric community in a specific geographic area. Court is usually held once a month at a local tea or coffee house, lounge or haven, and only vampires and those within the community are welcome. This is an opportunity to socialize with others in the community. News and announcements are made, poetry is read, new members, elders, etc., are introduced. Here vampires are generally free to escape mundane society. The host of the court is usually a locally respected Elder who secures a date, time, venue, and promotes the event.

Combo:

A vampire who is capable of feeding on blood as well as psi energy. It seems to me that most real vampires are capable of feeding from both, or using blood and psi interchangeably. Ex., "I am a psi/sang combo." (Also, "Hybrid".)

Coming Out (of the Coffin):

He-he...couldn't resist. This means the same thing that it means for Gays (except they come out of the closet...). Involves being open or frank with people about being a vampire, drinking blood, feeding upon energy, etc. Those who have come out in this way do not hide their lifestyle at all, not even in their daily lives. Many people in the vampiric community choose to be "in the coffin" and are not public about their lifestyle outside of the community or scene.

Coven:

Groups of individual vampires or vampyre lifestylers, usually but not always located within a certain geographic area, who have banded together under a specific theme, set of ideals, traditions, common Sigil, havens, membership requirements,

hierarchy and/or rites. Covens range in size from as few as three members to as many as hundreds. The organization and purpose of each Coven varies from fraternal (House Sahjaza); religious (Church of the Vampire -- not to be confused with the Vampire Church); or familial (Clan of Lilith). Some titles given to leaders of Covens include Elder, High Priest, Patriarch, Matriarch, or Coven Master. There are no requirements for forming a Coven other than a group of people getting together, choosing a sigil, name and theme.

COVICA:

The now apparently defunct Council of Elders drawn from many different traditions whose purpose is to help network the community, standardize language and terminology, and encourage cooperation, if not outright unification between the diverse aspects of the Sanguinarium and vampire communities. COVICA stands for Council Of Vampiric International Community Affairs.

Cutters:

(See Cutting and Self-Mutilation Syndrome.)

Cutting:

There can be many reasons for someone to cut themselves and a lot of them are neither related to vampirism or 'attention seeking' as most people believe. For people with physical pain or problems with depression, cutting can be a powerful coping mechanism and there is no shame in it. You can find a lot of useful information on cutting at the following website. (See also Self-Mutilation Syndrome)

Donor:

Someone who gives or shares their blood or life-energy, without obligation. Many donors prefer to offer themselves to just one vampire, but some donors will offer of themselves to entire covens, provided their offerings are appreciated and not abused. (See also "source", "supplier".)

Elder:

A prominent member of the vampiric community who is honored and respected for his or her experience, knowledge, willingness to help others, accomplishments and devotion. Elders are often those individuals who have helped establish a community, organize groups, or help network the community.

Elorath / Scrolls of Elorath:

From House Eclipse: "According to the OSV, this is the great vampiric essence and the vampiric astral spirits, called by the Temple of the Vampire the Undead Gods. This is one of the inner teachings of OSV. Some say this term evolved from the word "el-or-ath", which is the Atlantian term for a Vampiric spirit. However, this is--" untrue! In actuality, the word originated back in the days of the original Coven, then operated by Raphael Osiris, and the "Sanguinarium" was still "the Sanguinary", and is an acronym for "Eternal Lord Our Regent Aaron Todd Hoyt". Seriously.

Embrace:

A hug. Since turning or awakening someone does not involve any sort of hug, where the vampire wraps his arms around a person, drawing him or her close so he can bite them on the neck to feed or turn them into a vampire (a la Dracula or Christopher Lee), I am ***not*** going to define it as such, -- regardless of the misuse of the word by others. Embrace does not mean turning, but it is an incredibly romantic word for an event, which, in a lot of people's minds, is extremely pseudosexual and erotic. (See "turned" and "awakened".)

Emotional vampire:

(See "psychic vampire", sense 2, and especially "psychological vampirism".)

Energy signature:

The pattern of energy, vibes, or the feeling that is unique to each individual; a person's psi 'fingerprint' identifiable in real life or astrally and oftentimes left behind long after a person has gone. Vampires supposedly have a particular kind of energy signature, and those who can pick up on this can identify them as vampires. An energy signature is different from a presence, though you can feel the presence of someone's energy, too. (See also "beacon".)

Energy vampire:

An individual who has a need to feed upon the life force of others. Most energy vampires feed upon chi or pranic energy and avoid drinking blood. Some intermingle energy vampirism with blood-drinking. Also referred to as psi-vampires, most energy vampires exhibit the same characteristics that distinguish other real vampires, including light sensitivity, a nocturnal lifestyle, and periods of the Hunger or Thirst. (See also "chi", "hunger", "psychic vampire", "real vampire", "thirst".)

Excommunicated:

Cast out of a coven or the Vampiric community as a whole. (See also "Invisibles", "Sin nomine".)

Family:

A term used by many people to describe their coven or their close circle of vampires and friends. Also, a general term for all members of the Vampiric community.

Fashion vampyre:

This is not a type of actual vampire. Someone who does not have the Vampiric condition, and who just dresses the part. The fashion vamps are only into the aesthetics (fangs, contacts, fashion) and not the philosophy or spirituality of the lifestyle -- think, "fashion victim". (See also "wannabe" and "poser".)

Feeders:

Another term for sanguinarians, which distinguishes them by their need to feed upon blood.

Feeding:

The act of consuming blood (or, in the case of psi or energy vampires, pranic energy) from someone (or an animal). (See also the "Hunger", the "Thirst", and the "Need".)

Feeding circle:

A group of donors, usually from three to seven, who feed a specific vampire or coven of vampires.

Grazing:

This is a type of lifestyle, which is looked down upon by the rest of the Vampiric community in which a vampire randomly and without discretion feeds upon unscreened donors or sources typically picked up in nightclubs and Goth bars.

Haematodipsia:

A strong form of Haematophilia.

Haematomania:

A strong psychological craving for blood.

Haematophilia:

An erotic attraction to the taste, sight (or smell) of blood.

Haemosexuality:

(See "blood fetishist".)

Haven:

A Vampyre nightclub or other gathering place. Considered hallowed ground, the haven serves as the social hub of a given community, providing a place where all the community can gather and socialize. Often, special functions arranged by the Vampiric community in an area are held at the local haven.

House / household:

A group of vampires united under a common theme, set of traditions, philosophy / beliefs, sigil and hierarchy/ structure. The purpose of a House or household can range from the merely fraternal, to the spiritual. The number of members in a house or household can be as few as three or number into the hundreds, although I generally think of "household" as having a smaller number and "House" as being the larger counterpart, perhaps consisting of a number of households.

Any group of several or more vampires can get together and form a household or House; there is not a requirement to be "approved" by some official council or board; becoming recognized and accepted by the rest of the community, however, is a matter of time, publicity, reputation of the members, their conduct, etc. Some of the more widely known, established Houses are House Kheperu, House Eclipse, House Sahjaza, House Quinotaur, and House Nekhbet; there are many others, as well.

"Human":

A term used for the purposes of distinguishing those who are not vampires. At best, this term is misleading because it implies that vampires are not human. (See "mundane".)

the Hunger:

The desire to feed also identified as the Thirst or the Need. The Hunger is both a psychological and physical sensation. Physically, it manifests as an intense hunger or thirst -- but is not satisfied by food or drink. Psychologically, a vampire in the throes of the Hunger feels agitated and empowered at the same time. Pulse, heart rate, blood pressure, and sometimes even body temperature, increase in anticipation of the act of feeding. (See also "feeding", the "Thirst", the "Need".)

Hunter:

Someone that hunts, stalks, threatens, or does harm (whether it be physical, psychic, psychological, or emotional) to someone because he or she is a vampire, or because the hunter believes them to be so; or which gathers information to report those who are vampires. Buffy the Vampire Slayer and Blade fans are not included in this category; it applies to seriously unbalanced individuals who really are on some sort of holy hate crusade and intend to follow through with violence or action. (See also "slayer".)

Hunting:

Actively going out and seeking donors or sources in havens or in public. (Some even go to the mall!) This means bringing them home to feed or to eventually screen them. At one point, this was considered safe, but with the advent of HIV and AIDS, hunting indiscriminately is considered irresponsible and extremely dangerous; there still must be a period of screening time. Vampires who feed irresponsibly are looked down upon; and are sometimes "excommunicated" by their elders for this offense.

Hybrid:

A vampire who is capable of feeding on blood as well as psi energy. It seems to me that most real vampires are capable of feeding from both, or using blood and psi interchangeably, so is the term "hybrid" really necessary, or accurate? (See "Combo".)

Immortal:

Term occasionally used to refer to or describe vampires. Though technically, it means incapable of death or dying, it is used much more loosely in reference to vampires, implying that they are not subject to aging, are impervious to disease and injury, etc., and that they are above and superior to "humans" or "mortals". God is immortal; vampires are not. Further, it has not been incontrovertibly proven to me that vampires do indeed experience a capability of an extended lifespan. Check with me in about 20 to 30 years, and I should be able to tell you something more definite about that...

Incubus:

The plural is incubi. A male sexual vampire. See "sexual vampirism". Historically, the term was used to describe a reason for the sexual dreams a person sometimes experiences, and were thought to be caused by a demonic spirit which took the form

of a female in order to drain a person of his or her energy and lead the defenseless person into sexual sin while they slept.

Invisibles:

Those members of the community who, having been ostracized and stripped of their name, are treated as if they no longer existed. Invisibles have committed some great crime in the eyes of the community, and for this they are no longer allowed to associate themselves with the rest of vampire culture. (See also "excommunicated", and "sin nomine".)

Latent vampire:

Someone who is already naturally a vampire, but whose Vampiric tendencies have not yet manifested. Apparently, some latent vampires may need to be "turned" or "awakened", while others may have their tendencies "activated" by indeterminate causes. Latent vampires sometimes seem to stand out to other, already established vampires through a phenomenon known as the "Beacon". (See also "awakening", "beacon", "turned".)

Leech:

- 1.) A small, bloodsucking worm;
- 2.) An incredibly rude and derogatory (well, at least disrespectful...) term to call someone who is a vampire.

Lilith:

History's first recorded feminist, she was the first wife of Adam, and created as an equal. When she declined to submit to Adam as his subordinate, he went whining to God, and God cast her out of the Garden of Eden, then created Eve, allegedly from Adam's rib, and therefore supposedly subordinate to him; apparently she was, as he didn't whine for a third wife (but since this is not about Eve, I won't elaborate). Lilith was later demonized by patriarchal societies who felt threatened by female equality; still later, she was deified by others. Not a bad job for a lady, eh?

It is theorized by some that, though entirely as human as Adam, since Lilith had her own complete set of genes and DNA, she is the progenitrix [female progenitor] of a separate strain of humans, which is nonetheless capable of intermingling with the more common Adam/Eve strain. It is theorized by some that this strain is where vampires come from. If this is so, then it could explain why vampirism seems to run stronger in some family lines, yet appear spontaneously or only sporadically in others.

The Long Night:

The name for the festival celebrated on the Winter Solstice. Occurring in mid-December, this night is the longest night of the year, and many households and covens gather together to celebrate this. It is a festival of community where everyone relaxes and socializes. It is also the traditional night to recognize new members of the community or a coven or to perform rites of passage.

Mentor:

A guide and teacher to a new or inexperienced vampire; the one who helped him or her through the awakening. (See also "sire".)

"Mortal":

A term used for the purposes of distinguishing those who are not vampires. This term is, at best, misleading because it implies that vampires are "immortal". (See "mundane".)

Mundane:

A term used to distinguish those who are not vampires from those who are. This is, I feel, more accurate than "mortal" or "human", and serves to distinguish those who are merely living normal, mundane lives and unencumbered with the life of a vampire.

The Need:

The need to feed. When experiencing the Hunger, one is said, "to be in Need." Very strong feelings of the Hunger are referred to as "deep Need". (See also "feeding", the "hunger", and the "thirst".)

Neovampire / Neovampire:

A person who is not a natural vampire, but who is a student of Vampiric skills, philosophies and/or magicks; i.e., a person who (for lack of a better word) "converted" to Vampirism.

"of the Blood":

A term sometimes used to refer to someone as being a vampire.

Otherkin:

Someone who identifies with something other than his or her human side, such as a particular animal, mythological or fantastical being. He or she takes on the astral form of the animal or being when they are in the astral plane. Often, Otherkin have physical attributes, mannerisms or thought-patterns identified with their particular being, such as Fae having an elfin appearance, or wolfkin having a pack mentality. Types of Otherkin include Therians (were-beings), Fae or faeries, dragons, elves, angelics, and so forth. Some consider vampires to be Otherkin, while others do not.

Parasite:

A completely insulting and derogatory term to refer to or call a psi-vamp or emotional vampire, implying that they are thieves and have no honor.

Porphyria:

An acute medical condition, which has been postulated by some scholars to inspire the vampire myths of the past. Sufferers of porphyria have pale, flaky skin and are very sensitive to sunlight. Their gums often recede excessively, giving their teeth an elongated and possibly fang-like appearance. Porphyria is caused by a deficiency in the enzyme which helps produce heme, a constituent of the blood which helps carry oxygen through the body. Dr. David Dolphin was the first to suggest that porphyria was the inspiration for at least some of the mediaeval vampire myths, contending that some of the sufferers may have been driven to drinking blood in order to

relieve their symptoms. As a result, the condition has come to be known in modern times as "the Vampire Disease". This appellation is very misleading, however, as porphyria only superficially resembles the vampirism of folklore and there is no supporting evidence to Dr. Dolphin's assertion that porphyria sufferers have been driven to drinking blood by their disease.

Poser:

Someone pretending or claiming to be a vampire who is not, with the intent of deceiving others, by making false claims as to their powers, abilities, lifespan, etc.

Pranic energy / Prana:

(Also "psychic energy". See "chi" and "psi".)

Primus:

A vampire, almost always an elder, who founded or is the leader of a large family or coven of vampires.

Psi:

A general term for the life-energy, which is found within and throughout all living things. Also called Prana, chi, pranic energy, psychic energy, etc. The life force that surrounds and is contained in living things. This is the life force that energy and psychic vampires feed upon. This energy is also contained in the blood and is believed by some to be an integral part of the transfer, which occurs between a donor and a sanguinarian. (See also "chi" and "pranic energy".)

Psychic attack:

Any type of unwelcome paranormal or ethereal intrusion intended to cause harm or disruption to the recipient. Psychic vampire attacks are considered a form of psychic attack, especially when forced upon an unwilling victim. (See also "psychic vampire attack".)

Psychic energy:

(See "chi" and "psi".)

Psychic vampire, Psi vampire (psi-vamp, for short):

1.) Someone who "drains" life-energy (Prana, chi, life force, whatever) rather than blood from others. Psi-vampires may or may not consume blood as a means of extracting pranic energy.

Though the two terms refer to the same being, they do so with different meanings in mind. Some insist on calling psychic vampires "psi-vampires", and insist that "psychic vampire" is incorrect, and then proceed to "prove it" by splitting etymological hairs. I disagree. There is a distinction, which needs to be made between the two terms. "Psychic vampires" are called such because they feed psychically, as opposed to physically. However, it could be argued that psi is the auric or life-energy where as "psychic" is actually now thought to be shared thoughtwaves from a collective consciousness. So "psi-vampire" refers to what they feed upon, whereas "psychic vampire" refers to how they feed. Not infrequently, psi-vamps may also experience the Thirst in varying degrees of intensity, and in fact, there are many similarities in condition between the psi-vamps and the

sanguinarians, with the main difference being, so far as I can see, the psi-vamps' need to drain pranic energy, and ability to do so.

2.) A psychic vampire, in psychiatric terms, is someone who drains emotional energy without giving anything back, and can make the other person very tired, depressed, emotionally unbalanced, or worse, if too much is drained; an emotional vampire. Katharine Ramsland discusses this in depth in her book, *Piercing the Darkness*, (Harper Prism, 1998), pp. 190-196, referred to as "covert vampire". (See also "psychological vampirism".)

Psychic vampire attack:

An uninvited and unwelcome draining of one's vital energy, or chi or pranic energy. A psychic vampire attack occurs when a psi-vampire targets someone and feeds or attempts to feed. This can be done from casual contact, from across a room, or even through dreams. These attacks are not always just for draining; they can also be an attack on the mind itself, causing the target to hear, see, and feel things. Attacks of this nature can range from mild to very severe, sometimes leaving the victim despondent or even physically sick from being drained so. It's debated whether one can become a psychic vampire from repeated severe psi-vampire attacks. In general, though, this seems only to produce a condition known as sympathetic vampirism. (See also "sympathetic vampirism".)

Psychological vampirism:

These individuals often have a histrionic or narcissistic personality disorder and they are constantly drawing attention to themselves. They usually create dramatic situations and then demand emotional support from those around them. These individuals are emotional vampires. There is nothing metaphysical or spiritual in their condition, it is a simple psychological disorder. Yet it leaves the victims of these clingy, whiny people emotionally and mentally drained after dealing with them. These individuals are not to be confused with psychic, psi or energy vampires. (See also "psychic vampire", sense 2.)

Puppy:

A somewhat derogatory term for one who has developed an undue fascination, obsession or bond with a vampire and follows him or her around, trying to gain the vampire's attention or approval, and fawning over him or her, in a manner not unlike a puppy dog follows his or her master around. (See also "blood bond".)

Real vampire / Real vamp:

Someone who has a condition which includes but is not limited to a physical thirst or driving need for blood (which is non-erotic in nature; and in more significant quantity than is generally required or desired by other blood-drinkers, such as blood fetishists) or psi energy; increased physical and/or psychic sensitivities; sensitivity to light or sunlight and a nocturnal circadian rhythm; amplification and/or alteration of emotional states and feelings, etc.; and perhaps the (unsubstantiated*) potential for an indefinitely extended lifespan (which is not to be confused with "immortality"), although many vampires do maintain a youthful twenty-something look well into their thirties or even forties. It does NOT include the abilities to change shape, fly, command others' wills, heal instantaneously, accomplish superhuman feats of strength or speed, etc.

*Some vampires believe the condition does include the potential for an indefinitely long lifespan, but this belief has not been incontrovertibly proven, to the best of my knowledge.

Rogue:

- 1.) A vampire or blood-drinker's former donor or source who parts company on hostile terms and causes trouble;
- 2.) A vampire who can't handle things and becomes violent and/or irresponsible, posing a danger and threat to both him or herself and others.

Renfield's Syndrome:

"Some attention has been given to a condition named 'Renfield's Syndrome' in psychological literature, based on the fly-eating character Renfield in Bram Stoker's Dracula. Renfield's Syndrome is described as having four stages: a trauma or 'critical incident' in childhood in which the patient discovers that the taste and sight of blood is 'exciting' or attractive; 'Autovampirism', the drinking of one's own blood (autohemophagia); 'zoophagia', or the consumption of blood from animals; and finally 'true vampirism', in which the patient must have human blood, and may resort to stealing blood from medical facilities, or serial murder." -- Vyrdolak. (Apologies to Vyrdolak, whose site is the only site I could find with any information regarding this.) So far as I know, this is not an officially recognized mental disorder.

Role-player:

- 1.) Someone who engages in role playing games (RPGs).
- 2.) This is often used as a derogatory term for those who play Vampire: The Masquerade or similar vampire RPGs and/or who pretend to be a vampire in their free time when they are not. RPGers are also associated with posers and other fakes who dress the part and pretend to be something they are not. (See also "poser" and "wannabe".)

Sangomancy:

A form of Vampyreecraft, or Vampiric magick, which specifically involves the use of blood in the rituals. (See "Vampyreecraft".)

Sanguinarian:

Someone who has a physical thirst, need, craving for blood (which is non-erotic in nature) in more significant quantity than is generally required or desired by other blood-drinkers. Sanguinarians (a word from the Latin root "Sanguinarius", meaning "bloodthirsty") apparently do not get the benefits from pranic energy, or else they are unable to feed psychically like psi and energy vampires, for whom blood and pranic energy are apparently interchangeable.

the Sanguinarium:

The network of like-minded organizations, events, businesses, websites, individuals, havens (nightclubs) and resources for the greater vampire and vampyre lifestyle's communities. Inspired by the "vampire connection" of vampire bars,

nightclubs and safehouses founded in Anne Rice's Vampire Chronicles, the Sanguinarium serves to bring this vision to life as a real "Vampyre Connection". Many real vampires frown upon the Sanguinarium because of the non-Vampiric lifestyles it attracts and the artificial pomp and aristocratic hierarchy it endorses.

Note: The Sanguinarium is not to be confused with Sanguinarius Organization for Real Vampires, which is the author's effort to help real vampires, blood drinkers, and Vampiric people.

Sanguine / sanguin / sang vamp:

These are shortened forms of the term "sanguinarian". (See "sanguinarian".)

Sanguinese:

All the language: jargon, slang, doublespeak, plays on words, etc. used by vampires to be able to converse with on another, either privately or in public.

Sanguivore:

A term that I am seeing more frequently, used to define sanguinarians, but which I feel is inaccurate, as sanguinarians do consume more than just blood. I would strongly recommend using the term to refer to those who consume only blood, and nothing else, as their main source of sustenance. I have not encountered any tangible proof that such individuals do exist, and I feel that this is highly unlikely.

The Scene, or Vampyre Scene:

The "scene" is a general term for the social aspects of the vampire subculture including nightclubs, havens, events, businesses, societies, and even the online part of the subculture. Many vampires and vampyre lifestyles are a part of the Vampiric community, but do not go out and socialize. Most of the current scene revolves around the Sanguinarium.

Seeker:

Someone who is seeking after vampires, or knowledge of vampires, usually desiring to become one him/herself. Unlike a wannabe, the seeker has a more thoughtful approach to vampirism and is willing to learn all he or she can about the condition before jumping head-first into it.

Self-Mutilation Syndrome (SMS):

A psychological condition which has apparently begun to grow among American youth. Sufferers of SMS, also known as cutters, feel the need to cut into their flesh and watch themselves bleed. Some sufferers of SMS also drink the blood drawn out this way, although this is not standard for the disorder. Most sufferers of SMS are redirecting feelings of anger, frustration, inadequacy, or emotional pain onto their bodies. Some eventually get involved in body art and blood fetishism. (See also "clinical vampirism", "Renfield's Syndrome".)

Sexual vampirism:

A form of psi-vampirism where feeding is done primarily from sexual energy, or energy generated during sexual activity, with or without the exchange of blood. The feeding can be done intentionally or unconsciously / unintentionally. A common term for female vampires who feed exclusively through sex is "Succubus", a word

which originally denoted a Mediaeval demon which was believed to visit the dreams of men and tempt them into sexual misconduct; the male version of the word, although not as widespread, is "Incubus". (See also "incubus", "succubus".)

Sigil:

The identifying symbol of a house, haven, coven, or individual. The sigil often has ritual or symbolic significance for the individual or members of the household. For example, the Sanguine Ankh represents members of the Sanguinarium.

Sin nomine:

Latin for "without name". A vampire who has been stripped of his or her name and recognition within the community for having committed some great crime in the eyes of the community. (See also "excommunicated" and "Invisibles".)

Sire:

A term from *Vampire: The Masquerade* role-playing system that has crept into general usage meaning the one who turned (or awakened) someone who is a vampire. (See "mentor".)

Slayer:

A loud-mouthed dumbass that makes public and obnoxious claims of killing people who are (or who the slayer thinks are) vampires. Just like hit-men for the mafia, those who may be real vampire hunters or slayers are NOT going to publicly announce what they do, as that's a surefire way to the Big House, or the Happy Hotel. At any rate, they'll get investigated. If they are posers, then they will continue to remain free and flap their lips a lot; if they are real, then the Law will deal with them accordingly.

Whatever the case may be, Sanguinarium urges you to report these individuals to the proper authorities. Maybe being investigated will put a reality check in their miserable lives and cause them to tone down their racist shittalk. (See also, "hunter".)

Whether they are harming or killing people, or desecrating graves and corpses, or conducting illegal interstate commerce (ex., a site on the net, offering vampire hunting or slaying services in exchange for money or goods) -- even if they have had no takers!, -- they are doing or offering to do illegal things, and should be reported. I believe conducting illegal interstate commerce is a felony--?

It's one thing to be a fan of Buffy, or Blade, or Jack Crow, or whoever, and it's one thing to have a ROLEPLAYING persona of a vampire hunter, but if that's the case, then those who do need to put some sort of indication that this is the case!

Solitary:

A vampire who chooses not to be involved with a coven or House, and has little if any interest in interacting within the community.

Source:

Someone from whom a vampire will get blood. This is a neutral term that I prefer to use; I feel that it's more accurate than "donor", as the blood's not always a donation...

Strigoi Vii:

A term meaning "living vampires" in Romanian folklore, it is used by some to refer to the condition and philosophy of being a vampire. The movers and shakers of the Sanguinarium have appropriated the term for their use in describing their more spiritually oriented path, the Ordo Strigoi Vii.

Succubus:

The plural is succubi. A female sexual vampire. See "sexual vampirism". Historically, the term was used to describe a reason for the sexual dreams a person sometimes experiences, and were thought to be caused by a demonic spirit which took the form of a female in order to drain a person of his or her energy and lead the defenseless person into sexual sin while they slept.

Supplier:

Someone from whom a vampire will get blood. This is a neutral term; I feel that it's more accurate than "donor", as the blood's not always a donation...

Sympathetic vampirism:

A condition which sometimes occurs in individuals who have been fed from too frequently. This most often occurs in the donors or sources of energy vampires but can manifest itself among the sources used by sanguinarians as well. In general, the victim's resources become so depleted that they have to resort to vampirism themselves in order to replenish them. In addition to a need to feed, the sufferer of sympathetic vampirism may manifest symptoms commonly associated with real vampirism, such as heightened sensitivities and sensitivity to sunlight. Often, this condition causes some real vampires to mistakenly assume that their donors, -- or the donors thinking that they, themselves, -- have somehow been turned or awakened. But the condition is hardly permanent. This condition may last for a few weeks, although sometimes it can be drawn out for months or years. The best course of action is for the vampire or vampires who feed from the person to stop completely. Without the constant depletion of resources, the person's system should gradually correct itself over time.

Tease-the-Vamp:

A cruel "game" that non-vampires, or even other vampires, sometimes play where they tease or taunt a blood vamp with either thoughts of blood, or actual blood, which they have no intentions of giving to the vampire being teased. While it might be amusing to watch the vamp's reactions, this "game" causes misery for the poor vampire, and can result in his or her vamping out or worse, if it's not stopped.

the Thirst:

The craving, need, desire, urge to drink blood, experienced as an intense thirst-sensation and withdrawal-like symptoms. To say the least. This manifests not unlike an addiction, and is very difficult and annoying to have to deal with. (See also "the Hunger", "the Need", "Feeding".)

The Thirteen Rules of Community:

(See "The Black Veil".)

to Turn:

To make someone into a vampire. This is most likely a misunderstanding or misconception of the awakening process. (See also "awakening", "latent vampire".)

Turned:

Another term for becoming a vampire. Some groups believe that ordinary people can be turned into vampires, but this is most likely a misinterpretation of the awakening process. The method for this turning varies from group to group, but generally involves a rite of blood or energy exchange between the vampire and the person to be turned. If someone appears to have been turned, he or she was most likely a latent vampire to begin with. (See also "awakening", "latent vampire".)

Twoofing:

An alternate, less blatant, and less cheesy-sounding, term created as an alternative for the phrase "vamping out". (See "vamping out".)

Vampire:

A much-disputed term with many meanings, depending upon whom you're talking to. See also the definitions of "sanguinarian", "blood-drinker", "blood fetishist", "psychic vampire", "Vampyre Lifestyler", and "Vampiric Community". Here, it is used to encompass all of the above-listed groups into a general category. Also, here, it is not used to define any of those as some sort of supernatural or superhuman beings or someone who has returned from the dead (excluding being revived by medical procedures), and so forth. Anyone who makes those sorts of claims is lying.

Vampdar (a.k.a. Vampire radar):

A humorous play on the word "radar" and inspired by the gays' term, "gaydar", this term is used mostly by vampires who are experienced in meeting other vampires (live and in person) to describe the particular feeling they get. It's not something that can really be described well to others, but if you've experienced it, you'll know. (See also "beacon".)

Vampire aesthetic:

The art and style associated with the vampire. This includes figures with long, slender limbs and pale or bone-white skin, androgynous beauty, Victorian or Mediaeval styles and themes, trappings of lace and velvet, funerary décor, and overall dark and melancholy themes. Scenes of crypts, abandoned castles, and shadowy landscapes abound in artwork that appeals to the vampire aesthetic. The work of Gothic artist Joe Vargo of Monolith Graphics, which can be found on the Web at monolithgraphics.com, is an excellent example of this.

Vampire bait:

A poser or wannabe who is just screaming for a vampire to come after them. (What they get may be an entirely different situation than what they hope for or expect...)

Vamping out:

Experiencing an acute flare-up of the thirst. This also involves a change in the person's manner, breathing, pulse rate, thought patterns, etc., as their body gears up to go out and attempt to satisfy the thirst. This is a real thing, not a fantasy thing, and I won't let anyone else who does not really have this as a real occurrence claim it; to do so makes a mockery of those of us who really do have to deal with it! (If they don't have it and they claim it, then I wish it on them; let them have it!).

Vampiric community:

The community of people who identify with or have been identified with the label "vampire". This includes blood-drinkers, psi and energy vampires, and Vampyre lifestylers. The community also includes donors and sometimes the friends of vampires. (See "vampire".)

Vampyre lifestyler:

Someone who incorporates fictional vampire imagery and trappings into his or her personal life, often cultivating a "Vampyric" physical appearance, including but not limited to a very pale complexion, a wardrobe made up predominantly of dark clothing, a style of dress which is modeled on Victorian or Renaissance fashions, black or blood-red lipstick, sunglasses, fangs, FX contacts, and a generally melancholy or lugubrious air. Lifestylers often form alternative extended families and social structures modeled on the "covens" or "clans" of vampire fiction and role-playing games. Many also utilize lingo and terminology taken from vampire fiction and RPGs. Some are real vampires in the sense of craving blood, while others are blood fetishists, and still others are just drawn to the "Vampyre aesthetic". This is an outgrowth of, but distinct from, the Gothic subculture.

There are some people, however, who use the term "vampyre" merely as an alternative spelling of "vampire", not necessarily indicating the vampyre lifestyle.

Vampyreecraft:

In general, this is the magick practiced by vampires or vampyre lifestylers. Many of them are pagan and follow the old ways, and the ways of magick are an integral part of their beliefs. Most vampires or vampyre lifestylers practice numerous techniques associated with energy manipulation. Many also practice some form of magick, most oftenly ritual magick or chaos magick. Vampyreecraft refers to magickal techniques specifically designed by vampires and vampyre lifestylers to take advantage of their unique abilities. Vampyreecraft often has a dark flavor to it, although in general it is more of a balance between dark and light techniques.

Wannabe:

A slang term, a contraction of the words "wants to be". Derogatory term for someone who wants to become a vampire, usually with unrealistic expectations of what it would be like. Most wannabes have a very romanticized vision of vampirism, and they seem to think it would improve their lives somehow or make them more interesting. Many are attracted by a false vision of a vampire's powers. They usually fail to look at the practical side of becoming a vampire, such as necessary changes in lifestyle, finding sources to feed from, and trying to hold a job while balancing one's Vampiric nature with daily life.

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All symbols except the “Deathwatcher Sigil” come from alt.religion

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